

## CREATIVE CODING I | BERRETH

### Assignment 3 – Make a Generative Painting (1 - 1 1/2 weeks)

#### Description:

Select an abstract expressionist/modernist painter, and then specific painting or series of paintings (if their style/technique/composition is similar) in their oeuvre. Pick the artist from one of the three thematic categories listed below. You can select from one of the representative artists mentioned or go off list (as long as the artist can be considered within the category).

- 1) Color field painters
- 2) De Stijl
- 3) Geometric Abstraction

In this exercise, you will attempt to replicate a particular painting/series of paintings by this artist in a generative and computational manner. This will require you look closely and research this artist's work and aesthetic concerns. What was his/her formal (composition/color/geometric) strategies when building this work. Can aspects of this work(s) be reduced and abstracted into a set of rules, that the artist used when making their work? You may never know for certain, but you can speculate. Invent an algorithm which enacts these rules, and then code said strategy using p5.js, using the techniques we've been discussing in the first 3 weeks of class.

Every time you run your program it will make a variant of this particular painting or style of painting. Don't worry if your sketch doesn't replicate all aspects of the work (like the analog/painterliness of it), focus specifically on color, composition and geometries.

#### Details:

Set up a minimum 640x640 pixel canvas. At minimum, use loops and nested loops, variables, draw functions, fill()/stroke() using color/alpha, and map() and random() functions.

For more complex compositions, you may need to use the translate(), rotate() and scale() functions (from chapter 6), and the createGraphics() function (see the Shiffman 2.6 video).

If you want to replicate the color palette of the painting(s), open a digital image of the work in Photoshop, and get the rgb values from the elements in the piece.

Have a draft of the code sketch ready for review before the start of class, September 9<sup>th</sup>.

Post the code sketch to the Assignment #3 entry on the Open Processing class site. Write a one - two paragraph description of your analysis/design process and the strategies you used to execute the code sketch, and submit it to Moodle.

**FINAL VERSION DUE BEFORE THE START OF CLASS, SEPTEMBER 7<sup>th</sup>**

(Easy)

**Color field paintings (a subset of modernist/abstract expressionism painting)**

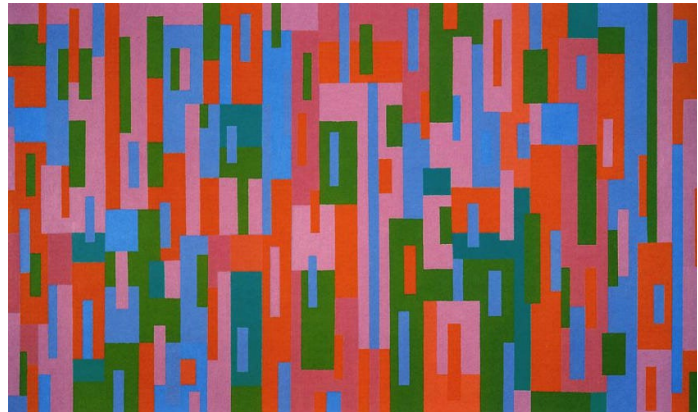
representative artists (Kenneth Noland, Mark Rothko, Josef Albers, Richard Diebenkorn, Ad Reinhardt, Jack Bush, Agnes Martin, Jan Kalab etc.)

color is the theme, includes simple geometries and composition

Wikipedia - Color field is characterized primarily by large fields of flat, solid [color](#) spread across or stained into the canvas creating areas of unbroken surface and a flat picture plane. The movement places less emphasis on gesture, brushstrokes and action in favour of an overall consistency of form and process. In color field painting "color is freed from objective context and becomes the subject in itself."



*Kenneth Noland*



*Ad Reinhardt*



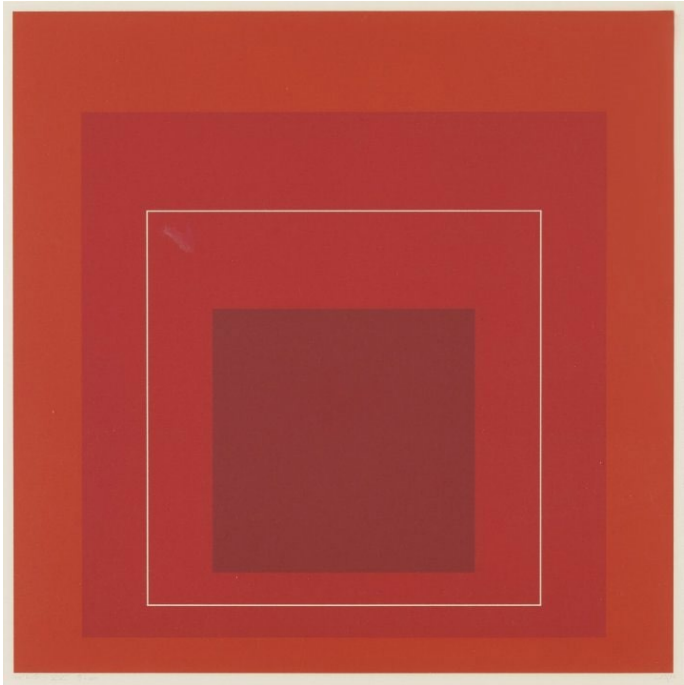
*Jack Bush*



*Richard Diebenkorn*



*Mark Rothko*



*Josef Albers*



*Agnes Martin*



*Jan Kalab*

### (Medium)

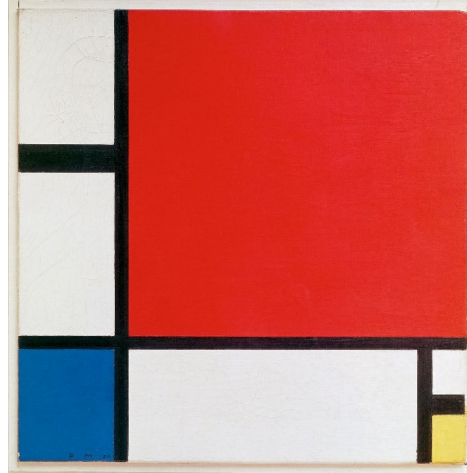
#### **De Stijl paintings – Piet Mondrian / Theo van Doesburg / Burgoyne Diller**

*limited primary color palette, orthographic composition, more complex structure/organization*

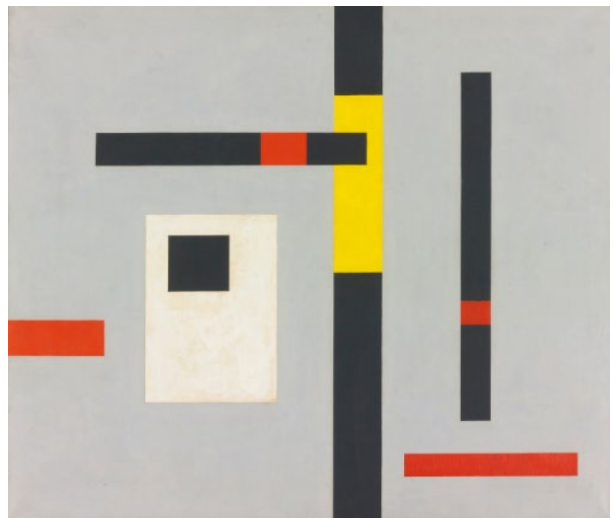
The Art Story - The Netherlands-based De Stijl movement embraced an abstract, pared-down aesthetic centered in basic visual elements such as geometric forms and primary colors. Partly a reaction against the decorative excesses of Art Deco, the reduced quality of De Stijl art was envisioned by its creators as a universal visual language appropriate to the modern era, a time of a new, spiritualized world order. Led by the painters Theo van Doesburg and Piet Mondrian - its central and celebrated figures - De Stijl artists applied their style to a host of media in the fine and applied arts and beyond. Promoting their innovative ideas in their journal of the same name, the members envisioned nothing less than the ideal fusion of form and function, thereby making De Stijl in effect *the ultimate style*. To this end, De Stijl artists turned their attention not only to fine art media such as painting and sculpture, but virtually all other art forms as well, including industrial design, typography, even literature and music. De Stijl's influence was perhaps felt most noticeably in the realm of architecture, helping give rise to the International Style of the 1920s and 1930s.



*Piet Mondrian*



*Theo van Doesburg*



*Burgoyne Diller*

(Hard)

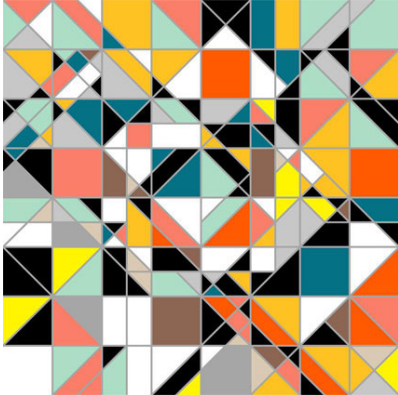
### **Geometric Abstraction paintings**

representative artists (Frank Stella, Sara Morris, Maya Hayuk, Thomas Canto, Agnes Martin, Bryce Hudson, Fanny Sanin, Ilya Bolotowsky, Sonia Delaunay etc.)

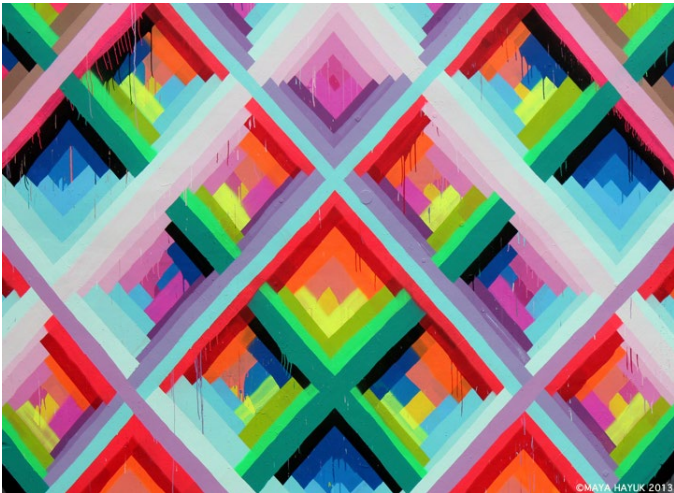
*geometry is the theme*



Frank Stella



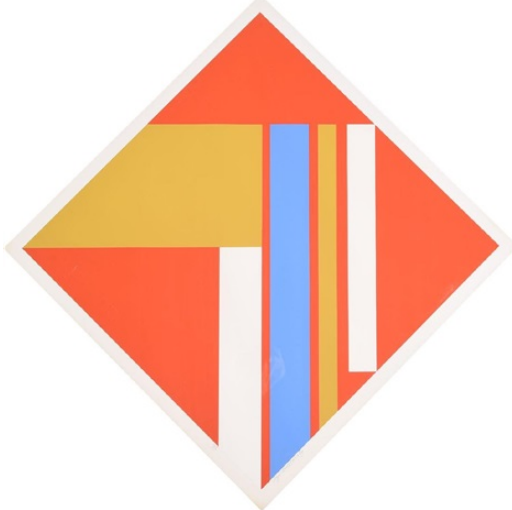
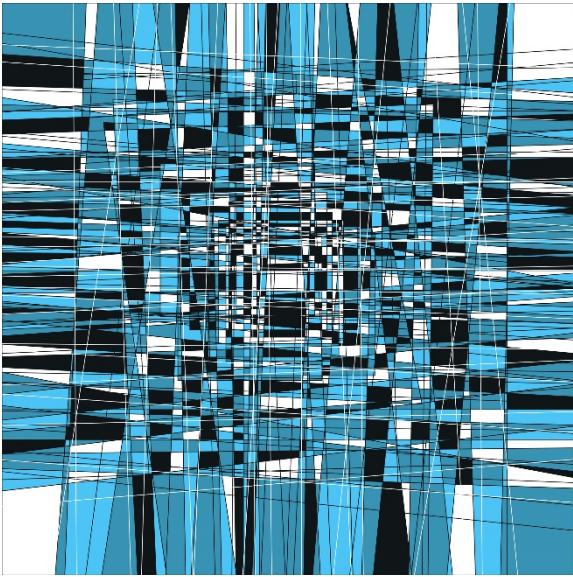
Sarah Morris



Maya Hayuk

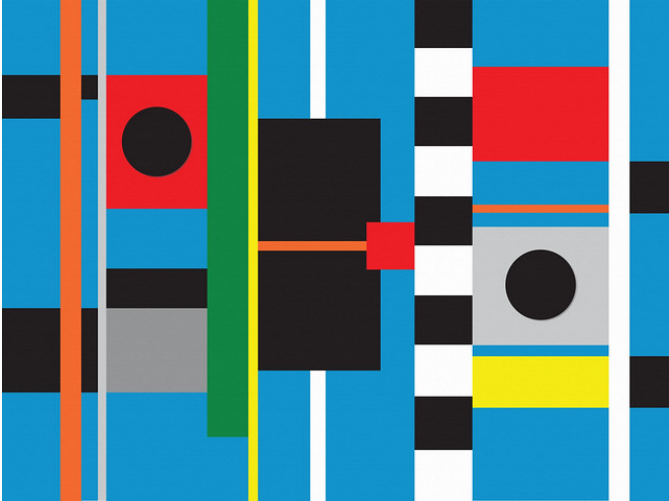


Sonia Delaunay



Ilya Bolotowsky

*Thomas Canto*



*Bryce Hudson*



*Fanny Sanin*